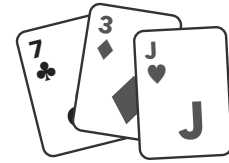


Slapjack and Speed: how to play

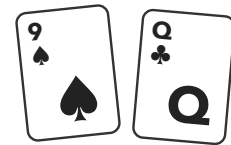
Two fast card games for one standard 52-card deck. Slapjack is for 2 to 4 players. Speed is for 2.

Slapjack 2 to 4 players · slap every jack first

- 1 Deal the whole deck face down, one card at a time round the table. Keep your cards in a pile in front of you, and don't look at them.
- 2 Take turns going clockwise. On your turn, flip the top card of your pile face up onto one pile in the middle.
- 3 When a jack lands on top, slap it. The first hand on the pile takes the whole pile and puts it under their own cards. If two hands land together, the one underneath got there first. Then play carries on round the table.
- 4 Slap anything that isn't a jack and you pay for it: give your top card to the player who flipped the card you slapped.
- 5 Run out of cards and you're still in. Keep watching, and slap the next jack to win your way back.
- 6 The player who ends up holding all 52 cards wins.



A jack on top:
first hand down takes the pile



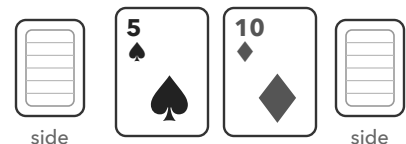
Anything else:
a bad slap costs a card

Speed 2 players · no turns, just play fast

- 1 Deal each player 20 cards face down. Hold 5 as your hand and keep 15 as your draw pile.
- 2 Split the last 12 into two side piles of 6, face down, one at each end of the middle.
- 3 On three, each of you flips one card from a side pile face up into the middle, side by side. Those are the two middle piles.
- 4 There are no turns. Both of you play at once, as fast as you can. A card goes on a middle pile if it is one up or one down from the top card. Suits don't matter, and an ace goes on a 2 or a king.
- 5 Each time you play a card, take one from your draw pile, so you hold five until the draw pile runs out.
- 6 When neither of you can play, count to three and both flip a new card from the side piles onto the middle. If the side piles run out, shuffle everything under the two top cards into new side piles.
- 7 The first player to get rid of the whole hand and draw pile wins.



their hand of 5



your hand of 5

The 4 or the 6 can go on the 5.
The J can go on the 10.
The 8 and the K wait.

No deck handy? Slap Pile plays both on one phone laid flat on the table, with the computer in any seat.